PARASHOOTER

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GAME INSTRUCTIONS

MG-319

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Wa-a-r-r-r Bom-m-m-b!

Enemy planes are coming. You are here to defend your country and destroy them with your missiles. Hit a plane and score points. Be careful, your enemies are equipped with bombs, chuter-mines and a troop of deadly hero-planes. However, if you are fast, you should be able to move out of range or destroy them before they reach ground.

1. GAME OBJECTIVE

Your main objective is to score as many points as possible by shooting down enemy planes, bombs and chuter-mines dropped by their planes. You have altogether five missile launchers with which you can shoot down the enemies. However if you are hit by either of the enemy's bomb, chuter-mine or hero-plane, your missile launcher will be destroyed. The game will be over if all five of your missile launchers are destroyed.

There are four levels of the game with increasing degree of difficulties. Initially, you will enter level 1. Higher levels will be entered when all enemy planes of one level have been destroyed or have flown.

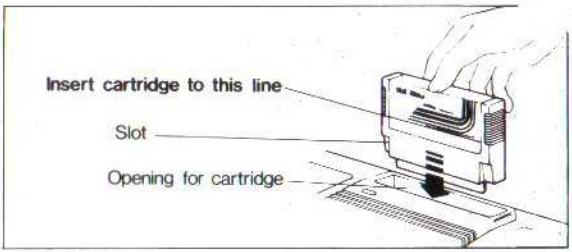
2. GETTING STARTED

Plug in antenna cable and AC adaptor plug of the Master Console in accordance with the instructions given in the Master Console Installation Manual.

a) **Insert Cartridge**

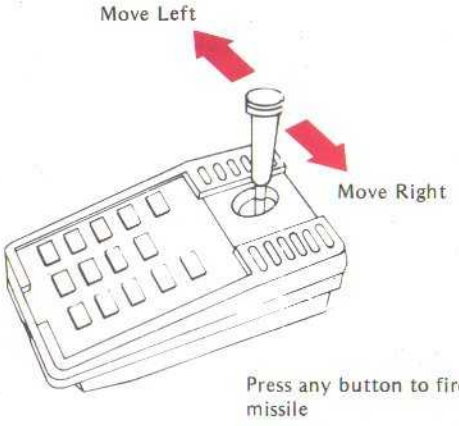
Slide the power switch of the Master Console to the OFF position. Hold the cartridge with the slots facing the player and insert into the cartridge opening.

Note: The Console should be switched off when inserting or removing the cartridge to avoid damage to the Master Console.



b) **Hand Controllers**

Only the left controller is used in this game. Movement of the missile launcher is controlled by joystick. A missile can be fired at the enemies by pressing any button on the left hand controller.



3. START TO PLAY

Switch on Master Console and press CLEAR

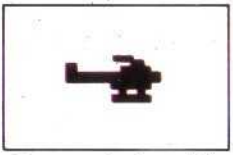
The entire Missile launcher fleet will appear on the TV screen. Your score is displayed on the top of the screen.

SCORE 00000

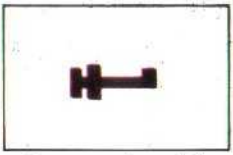
PRESS START KEY

Press GAME START button

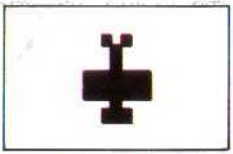
Enemy planes will appear and start dropping bombs and chuter-mines. Move your missile launcher with the joystick and press any button to fire missiles at the enemies.



Enemy airplane (A)



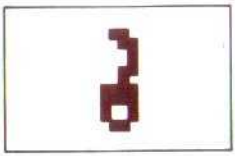
Enemy plane (B)



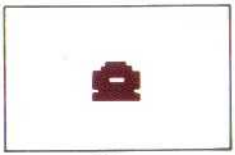
Hero plane

4. GUIDES TO GAME

a) To protect your missile launcher from being destroyed. Move away or destroy the bombs and hero-planes. Also pay special attention to the Chuter-mines. Try to destroy them as soon as possible before they reach ground for they will remain there as mines. This will inhibit the movement of your missile launcher for it will be destroyed if it runs over the mine. However mine will disappear after changing color from Yellow to Green and then Red.



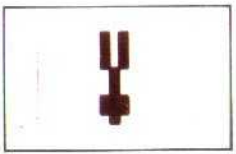
chuter-mine



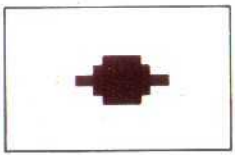
Mine

b) There are four variations of the game.
Level 1 – Bomb (A) was dropped with normal speed.
Level 2 – Bomb (A) was dropped with faster speed.
Level 3 – Bomb (B) was dropped with fast speed and normal zigzag movements.
Level 4 – Bomb (B) was dropped with fast speed and fast zigzag movements.

At the beginning of the game, you will be in level 1. Higher levels will be entered automatically when all enemy planes are destroyed or fly away. A missile launcher will be awarded when entering a higher level.



Bomb (A)



Bomb (B)

5. END OF GAME

You have altogether five missile launchers. The game will be over when the entire fleet of missile launchers has been destroyed.

6. START NEW GAME

Press GAME START button — to restart new game.

7. SCORING

Enemy plane (A)	10 points
Enemy plane (B)	20 points
Chuter-mine	50 points
Bomb	30 points
Hero-plane	30 points

8. OPERATION FLOW DIAGRAM

Set up console insert cartridge and Inlay plate
Power ON
Press CLEAR
Press GAME START
GAME OVER when all missile launchers are destroyed.